
Subject: C&C_CaptureTheBunker Beta
Posted by [rrutk](#) on Tue, 27 Sep 2011 18:23:43 GMT
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Here is C&C_CaptureTheBunker Beta

edit Final:

http://www.renegadeforums.com/index.php?t=msg&goto=456419&rid=22815#msg_456419

Still one problem:

Two textures are visible in LevelEdit and included in the *.mix.
But they are missing, if I load the map in Renegade.
Dunno why...

This needs to be fixed.

And I will insert a mesh for using the stairs in the little room comfortable.

Someone who is rly firm with making maps, e.g. ACK, is allowed to improve it, if interessted...
I've no idea about lightmapping, VIS and stuff...
Will give out Level file then.

C&C_CaptureTheBunker

Version: Beta 1.0

The map presents an old, never used westwood SAM bunker.
This map offers a special game mode. It's a combination between Team-Deathmatch and CnC-Mode:

A GDI raid (commando) attacks the lower entrance of a NOD SAM-Bunker.
Theire mission is to destroy the SAM located at the highest floor.
GDI supplies are available from there APCs only (PT's are there).

Nods mission is quiet clear: defend the SAM at all costs.
Nod have PTs located within the facility.

GDI wins, if they destroy the SAM (building amoured).

Otherwise the decision is made by team deathcount (1000).

Have fun!
rrutk

Pictures:

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [sla.ro\(master\)](#) on Tue, 27 Sep 2011 19:28:30 GMT
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this map reminds me of a older map.. hmm.. but look like that map lol

how that old map was called? i remember i played it with some friends on my server.

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [rrutk](#) on Tue, 27 Sep 2011 20:52:09 GMT
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was in my mod, converted it to standard ren...

final will be out soon, just a problem with 2 textures not showing up due of 4.0....

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [crazfulla](#) on Fri, 30 Sep 2011 10:37:17 GMT
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that map is utter crap, ther eis nothing to it, only a big elevator... BOOOOORRRRING

Subject: Re: C&C_CaptureTheBunker Beta

Posted by [rrutk](#) on Fri, 30 Sep 2011 10:53:30 GMT

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crazfulla wrote on Fri, 30 September 2011 03:37that map is utter crap, ther eis nothing to it, only a big elevator... BOOOOORRRRING

there are stairs too.

it has the same handicap then any infantry only map, but if you try it with a lot people in one may realize, that it is pretty fun to have a lot infantry encounters in such a narrow room.

gdi needs to capture some floors to destroy the samside on the upper level, nod needs to fight them down and to hold.

the plp i know liked it. it's simply fun.

and, don't forget, it has a death match mode too. DM maps play most time in narrow areas. and what better to chose then a multi-level-tower, where you can shoot from bottom up and from the higher levels down.

Subject: Re: C&C_CaptureTheBunker Beta

Posted by [crazfulla](#) on Fri, 30 Sep 2011 11:26:56 GMT

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rrutk wrote on Fri, 30 September 2011 03:53crazfulla wrote on Fri, 30 September 2011 03:37that map is utter crap, ther eis nothing to it, only a big elevator... BOOOOORRRRING

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and, don't forget, it's has a death match mode too. DM maps play most time in narrow areas. and what better to chose then a multi-level-tower, where you can shoot from bottom up and from the higher levels down.

Deathmatch maps do not play in narrow areas, they play in winding networks of tunnels or whatever. Take ack's latest release for example, an infantry only map with loads of tunnels.

Also you can't walk up the stairs, you get stuck.

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [rrutk](#) on Fri, 30 Sep 2011 11:40:48 GMT
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crazfulla wrote on Fri, 30 September 2011 04:26
Also you can't walk up the stairs, you get stuck.

bullshit. the stairs are replaced by a ramp in the final above.

and every floor is connected with a ramp.

and you will not get stuck anywhere on a ramp.

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [crazfulla](#) on Sat, 01 Oct 2011 03:08:35 GMT
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rrutk wrote on Fri, 30 September 2011 04:40 bullshit. the stairs are replaced by a ramp in the final above.

Why not just make an invisible ramp like any other person would?

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [sla.ro\(master\)](#) on Sat, 01 Oct 2011 07:40:38 GMT
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crazfulla wrote on Fri, 30 September 2011 14:26
Deathmatch maps do not play in narrow areas, they play in winding networks of tunnels or whatever. Take ack's latest release for example, an infantry only map with loads of tunnels.

Also you can't walk up the stairs, you get stuck.

not really, i saw some deathmatch maps who doesn't have lots of tunnels, but they have boxes where you can hide and wait your enemy or some traps. Deathmatch maps needs to be fun and fast.

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [rrutk](#) on Sat, 01 Oct 2011 09:04:14 GMT
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crazfulla wrote on Fri, 30 September 2011 20:08rrutk wrote on Fri, 30 September 2011 04:40
bullshit. the stairs are replaced by a ramp in the final above.
Why not just make an invisible ramp like any other person would?

because westwood made the stairs too steep.

the needed angle is so different, that with a invisible ramp people would show up like walking in the air.

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [crazfulla](#) on Tue, 04 Oct 2011 00:26:09 GMT
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sla.ro(master) wrote on Sat, 01 October 2011 00:40not really,
Yes, really. Why do you think ACK's new map, Crevasse, has so many ways to reach the enemy base? Because if it only had one path it would suck big hairy donkey penis. This is why many maps fail, because it becomes too much fo a slug fest, and thus a stalemate.

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [Jerad2142](#) on Tue, 04 Oct 2011 01:01:14 GMT
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The stalemates where the only parts of Renegade I enjoyed, otherwise it's just really short matches where one team rapes the other team in under an hour.

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [crazfulla](#) on Tue, 04 Oct 2011 01:09:35 GMT
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Jerad Gray wrote on Mon, 03 October 2011 18:01The stalemates where the only parts of Renegade I enjoyed, otherwise it's just really short matches where one team rapes the other team in under an hour.
If its impossible to win via building destruction within an hour, which I doubt any server would have a greater time limit (else it would pretty much be a marathon server) then you may as well not even have buildings. It defeats the entire point of C&C mode.

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [Jerad2142](#) on Tue, 04 Oct 2011 01:12:04 GMT
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The point is to have fun, winning easily is not fun.

Subject: Re: C&C_CaptureTheBunker Beta
Posted by [crazfulla](#) on Tue, 04 Oct 2011 02:34:17 GMT

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Jerad Gray wrote on Mon, 03 October 2011 18:12The point is to have fun, winning easily is not fun.

Point whoring because you can't win by building destruction is not fun...
